

**In the Claims**

Claims are amended as follows:

1. (Currently Amended) A system for streaming data comprising a content providing server capable of storing content and communicating the content to at least a first and a second ~~recipient servers~~ ~~client terminator unit~~ via a communications network ~~in response to a request~~, and a distribution server coupled in-line between the content providing server and the at least the first and second ~~recipient servers~~ ~~client terminator units~~, wherein the distribution server is arranged to generate at least a first and a second onward data streams ~~stream~~ and transmit the at least the first and second onward data streams to the at least the first and second ~~recipient servers~~ ~~client terminator units~~, respectively, in response to received control data and an incoming data stream received or being received from the content providing server and corresponding to the content, wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.
2. (Original) A system as claimed in Claim 1, wherein the first and/or the second onward data streams are generated prior to receipt of all of the incoming data stream.
3. (Original) A system as claimed in Claim 1, wherein the offset value is provided by the content providing server.
4. (Original) A system as claimed in Claim 1, wherein the distribution server is arranged to loop the first onward data stream at least once.
5. (Currently Amended) A multicast server for streaming data, comprising a processor unit coupled to a storage device and a router, the processor unit being

arranged to receive both control data and an incoming data stream corresponding to content, the incoming data stream being received from a content providing server and storage being arranged to store the content in the storage device, wherein the processor unit is further arranged to generate at least a first and a second onward data streams-stream for transmission to at least a first and a second recipient servers-client terminator unit, respectively, in response to the control data and incoming data stream, wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

6. (Original) A multicast server as claimed in Claim 5, wherein the router is arranged to transmit the at least the first and the second onward data streams to the at least the first and the second recipient servers, respectively.

7. (Original) A multicast server as claimed in Claim 5, wherein the first and/or the second onward data streams are generated prior to receipt of all of the incoming data stream.

8. (Original) A multicast server as claimed in Claim 5, wherein the offset value is provided by a content providing server.

9. (Original) A multicast server as claimed in Claim 5, wherein the processor unit is arranged to loop the first onward data stream at least once.

10. (Currently Amended) A method of streaming data between a content providing server and at least a first and a second recipient servers-client terminator unit, the method comprising the steps of:

receiving at a distribution server control data and an incoming data stream corresponding to content at a distribution server and in response, the incoming data stream being received from the content providing server:

in response, generating at least a first and a second onward data streams stream, and

transmitting the at least the first and second onward data streams to the at least the first and second ~~recipient servers~~ client terminator units, respectively, in response to the received control data and incoming data stream;

wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

11. (Previously Presented) A method as claimed in Claim 10, further comprising generating the at least first and/or the second onward data streams prior to receipt of all of the incoming data stream.

12. (Previously Presented) A method as claimed in Claim 10, further comprising the content providing server providing the offset value.

13. (Previously Presented) A method as claimed in Claim 10, further comprising the step of looping the first onward data stream at least once.

14. (Currently Amended) Computer executable software code stored on a computer readable medium, the code being for streaming data between a content providing server and at least a first and a second ~~recipient servers~~ client terminator unit, the code comprising:

code to receive control data and an incoming data stream corresponding to content, the incoming data stream being received from the content providing server,

code to generate in response to the received control data and incoming data stream received or being received, at least a first and a second onward data streams stream;

code to transmit in response to the received control data and incoming data stream received or being received, the at least the first and second onward data

streams to the at least the first and second recipient servers client terminator units, respectively, in response to the incoming data stream;

wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

15. (Original) Computer executable software code as claimed in Claim 14, further comprising:

code to generate the at least first and/or the second onward data streams prior to receipt of all of the incoming data stream.

16. (Original) Computer executable software code as claimed in Claim 14, further comprising:

code to enable the content providing server to provide the offset value.

17. (Original) Computer executable software code as claimed in Claim 14, further comprising:

code to loop the first onward data stream at least once.

18. (Currently Amended) A programmed computer for streaming data between a content providing server and at least a first and a second recipient servers, comprising memory having at least one region for storing computer executable program code, and

a processor for executing the program code stored in memory, wherein the program code includes:

code to receive control data and an incoming data stream corresponding to content, the incoming data stream being received from the content providing server;

code to generate in response to the received control data and incoming data stream received or being received, at least a first and a second onward data streams stream;

code to transmit in response to the received control data and incoming data stream received or being received, the at least the first and second onward data streams to the at least the first and second ~~recipient servers~~ client terminator units, respectively, ~~in response to the incoming data stream;~~

wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

19. (Original) A programmed computer as claimed in Claim 18, wherein the program code further comprises:

code to generate the at least first and/or the second onward data streams prior to receipt of all of the incoming data stream.

20. (Original) A programmed computer as claimed in Claim 18, wherein the program code further comprises:

code to enable the content providing server to provide the offset value.

21. (Original) A programmed computer as claimed in Claim 18, wherein the program code further comprises:

code to loop the first onward data stream at least once.

22. (Currently Amended) A computer readable medium having computer executable software code stored thereon, the code being for streaming data between a content providing server and at least a first and a second ~~recipient servers~~ client terminator unit and comprising:

code to receive control data and an incoming data stream corresponding to content, the incoming data stream being received from the content providing server;

code to generate at least a first and a second onward data streams stream;

code to transmit the at least the first and second onward data streams to the at least the first and second ~~recipient servers~~ client terminator units, respectively, in response to the received control data and incoming data stream;

wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

23. (Original) A computer readable medium as claimed in Claim 22, further comprising:

code to generate the at least first and/or the second onward data streams prior to receipt of all of the incoming data stream.

24. (Original) A computer readable medium as claimed in Claim 22, further comprising:

code to enable the content providing server to provide the offset value.

25. (Original) A computer readable medium as claimed in Claim 22, further comprising:

code to loop the first onward data stream at least once.